

FIG. 1

200

```

<?xml version="1.0"?>
<?xml targetNamespace="urn:dmp:schema:20030310" xmlns:dmp="urn:dmp:schema:20030310"
      xmlns:mpeg7="urn:mpeg:mpeg7:schema:2001" xmlns="http://www.w3.org/2001/XMLSchema"/>
<import namespace="urn:mpeg:mpeg7:schema:2001" schemaLocation="/Mpeg7-2001.xsd"/>

<complexType name="DMPMLBaseType" abstract="true">
  <complexContent>
    <restriction base="anyType"/>
  </complexContent>
</complexType>

<complexType name="DMPMLType" abstract="true">
  <attribute name="id" type="ID" use="optional"/>
  <attribute ref="xml:lang" use="optional"/>
</complexType>

<element name="DMPML"> ~ 201
<complexType>
  <complexContent>
    <extension base="dmp:DMPMLType">
      <sequence> ~ 202
        <element ref="Dramatics" type="dmp:DramaticsType" minOccurs="0"/>
        <element ref="Screenplay" type="dmp:ScreenplayType"/>
      </sequence> ~ 203
    </extension>
  </complexContent>
</complexType>
</element>

```

FIG. 2

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```
<element name="Dramatics" type="Dramatics"/>
<complex name="DramaticsType">
<sequence>
<element name="DirectorName" type="string" minOccurs="0"/>
</sequence>
<attribute name="touch"> ~ 301
<simpleType>
<restriction base="string">
<enumeration value="Movie"/> ~ 303
<enumeration value="TV Drama"/> ~ 304
<enumeration value="Theatrical"/> ~ 305
<enumeration value="News"/> ~ 306
<enumeration value="Sports"/> ~ 307
<enumeration value="Animation"/> ~ 308
<enumeration value="CF"/> ~ 309
</restriction>
</simpleType>
</attribute>
<attribute name="genre"> ~ 302
<simpleType>
<restriction base="string">
<enumeration value="S.F."/> ~ 310
<enumeration value="Horror"/> ~ 311
<enumeration value="Action"/> ~ 312
<enumeration value="Comedy"/> ~ 313
<enumeration value="Sitcom"/> ~ 314
</restriction>
</simpleType>
</attribute>
</complexType>
```

FIG. 3

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```

<element name="Screenplay" name="ScreenplayType">
  <complexType name="ScreenplayType">
    <sequence>
      401   <element name="Title" type="mpeg7:TitleType"/>
      402   <element name="Author" type="string" minOccurs="0"/>
      403   <element name="Copyright" type="mpeg7:UniqueIDType" minOccurs="0"/>
      404   <element ref="dmp:Transition" type="dmp:TransitionType" minOccurs="0"/>
      405   <element ref="Scene" type="dmp:SceneType" minOccurs="0"/>
    </sequence>
    <attribute name="id" type="ID" use="optional"/>
  </complexType>
<element name="Scene" name="SceneType">
  <complexType name="SceneType">
    <sequence>
      406   <element ref="Slugline" type="dmp:SluglineType"/>
      407   <element ref="SceneDirections" type="dmp:SceneDirectionsType" minOccurs="0"/>
      408   <element ref="Dialogue" type="dmp:DialogueType" minOccurs="0"/>
    </sequence>
    <attribute name="no" type="positiveInteger"/>
  </complexType>

```

FIG. 4

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```
<element name="Transition" name="TransitionType"/>
<complexType name="TransitionType">
<complexContent>
<restriction base="anyType">
<attribute name="type">
<simpleType>
<restriction base="string">
<enumeration value="FADE IN:"/> 501
<enumeration value="FADE OUT:"/> 502
<enumeration value="CUT TO:"/> 503
<enumeration value="CUT BACK TO:"/> 504
<enumeration value="DISSOLVE TO:"/> 505
<enumeration value="MIX TO:"/> 506
<enumeration value="LIGHTS UP:"/> 507
<enumeration value="WIPE TO:"/> 508
<enumeration value="ZOOM IN:"/> 509
<enumeration value="ZOOM OUT:"/> 510
</restriction>
</simpleType>
</attribute>
</restriction>
</complexContent>
</complexType>
```

FIG. 5

200

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<element name="Slugline" name="SluglineType">
  <complexType name="SluglineType">
    <sequence>
      <element name="BasicLocation" type="mpeg7:TextualType"/> ~ 601
      <element name="Time" type="time" minOccurs="0"/> ~ 602
    </sequence>
    <attribute name="place"> ~ 603
  </simpleType>
  <restriction base="string">
    <enumeration value="INT."/> ~ 605
    <enumeration value="EXT."/> ~ 606
    <enumeration value="IE."/> ~ 607
  </restriction>
</simpleType>
<attribute name="timeOfDay"> ~ 604
  <simpleType>
    <restriction base="string">
      <enumeration value="DAY"/> ~ 608
      <enumeration value="NIGHT"/> ~ 609
      <enumeration value="DAWN"/> ~ 610 611
      <enumeration value="DUSK"/> ~ 612
      <enumeration value="CONTINUOUS"/> ~ 613
      <enumeration value="MORNING"/> ~ 614
      <enumeration value="AFTERNOON"/> ~ 615 616
      <enumeration value="EVENING"/> ~ 617
      <enumeration value="SUNRISE"/> ~ 618 619
      <enumeration value="SUNSET"/> ~ 620
      <enumeration value="LATER"/>
      <enumeration value="MOMENTS LATER"/>
      <enumeration value="SAMETIME"/>
    </restriction>
  </simpleType>
</attribute>
</complexType>

```

FIG. 6

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```
<element name="SceneDirections" name="SceneDirectionsType">
<complexType name="SceneDirectionsType">
<sequence>
<element ref="Action" type="dmp:ActionType" maxOccurs="unbounded"/> ~ 701
</sequence>
</complexType>

<element name="Action" name="ActionType">
<complexType name="ActionType">
<sequence>
<element name="Text" type="mpeg7:TextualType" maxOccurs="unbounded"/> ~ 702
<element name="Structure" type="mpeg7:StructuredAnnotationType"/> ~ 703
<element name="Phrase" type="mpeg7:DependencyStructurePhraseType"/> ~ 704
</choice>
</sequence>
</complexType>
```

FIG. 7

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<element name="Dialogue" name="DialogueType">
  <complexType name="DialogueType">
    <simpleContent>
      <extension base="mpeg7:TextualType">
        <attribute name="characterName" type="string"/>
        <attribute name="characterExtension" use="optional"/>
        <simpleType>
          <restriction base="string">
            <enumeration value="O.S."/> 801
            <enumeration value="V.O."/> 802
            <enumeration value="CONT."/> 803
            <enumeration value="CONT'D"/> 804
          </restriction>
        </simpleType>
      </attribute>
      <attribute name="mannerOfSpeaking" use="optional"/> 805
      <simpleType>
        <restriction base="string">
          <enumeration value="whispers"/> 806
          <enumeration value="joking"/> 807
          <enumeration value="not joking"/> 808
          <enumeration value="calm"/> 809
          <enumeration value="very calm"/> 810
          <enumeration value="excited"/> 811
          <enumeration value="reverently"/> 812
          <enumeration value="loudly"/> 813
          <enumeration value="lovingly"/> 814
          <enumeration value="yelling"/> 815
          <enumeration value="muttering"/> 816
          <enumeration value="to other person"/> 817
          <enumeration value="shouting to other person"/> 818
          <enumeration value="saluting other person"/> 819
          <enumeration value="continuing"/> 820
          <enumeration value="into the phone"/> 821
        </restriction>
      </simpleType>
    </attribute>
  </simpleContent>
</complexType>

```

FIG. 8

200

```

<attribute name="cameraShot" use="optional"> — 901
<simpleType>
  <restriction base="string">
    <enumeration value="C.U."/> — 904
    <enumeration value="CLOSE UP"/> — 905
    <enumeration value="CLOSE SHOT"/> — 906
    <enumeration value="MED. SHOT"/> — 907
    <enumeration value="MEDIUM SHOT"/> — 908
    <enumeration value="LONG SHOT"/> — 909
    <enumeration value="WIDE SHOT"/> — 910
    <enumeration value="TWO - SHOT"/> — 911
    <enumeration value="EXTREME CLOSEUP"/> — 912
    <enumeration value="EXTREME LONG SHOT"/> — 913
    <enumeration value="MOVING"/> — 915
    <enumeration value="MOVING SHOT"/> — 916
  </restriction>
</simpleType>
</attribute>
<attribute name="cameraMovement" use="optional"> — 902
<simpleType>
  <restriction base="string">
    <enumeration value="DOLLY IN"/> — 917
    <enumeration value="DOLLY OUT"/> — 918
  </restriction>
</simpleType>
</attribute>
<attribute name="cameraPosition" use="optional"> — 903
<simpleType>
  <restriction base="string">
    <enumeration value="P.O.V."/> — 919
    <enumeration value="REVERSE P.O.V."/> — 920
  </restriction>
</simpleType>
</attribute>
</extension>
</complexContent>
</complexType>
</schema>

```

FIG. 9

1000

```

<?xml version="1.0"?>
<DMPML xmlns:xsi="urn:dmpp:schema:20030310" xmlns:mpeg7="urn:mpeg:mpeg7:schema:2001">
  <1002><Dramatics touch="Movie" genre="S.F.">
    <DirectorName>S.S</DirectorName>
    1003
  1001{ 1004
    <Dramatics>
      <Screenplay>
        1005 1006<Title xml:lang="en">One Fine Day </Title>
        1007<Author>Koichi Enura </Author>
        1008<Copyright>Koichi Enura, 2001 </Copyright>
        1009{ 1010<Transition type="FADE IN"> 1011 1013
          <Scene no = "1"> 1012<Scene no = "2"> 1014
          <Slugline place="INT." timeOfDay="NIGHT">
            <BasicLocation xml:lang="en">LIVINGROOM</BasicLocation>
          <Slugline>
            1015<SceneDirections> 1016<Action>
              <Text>Michael's friend stands up and is going out of the room. </Text>
            1017<SceneDirections> 1018<Dialogue characterName="Michael">Where are you going to go?</Dialogue>
              <Dialogue characterName="Michael's Friend">To the station. </Dialogue>
              <SceneDirections> 1019<Action>
                <Text>Michael with a twinkle in his eye.</Text>
              <SceneDirections>
                1020<Scene> 1021<Action>
                  <Text>Michael with a twinkle in his eye.</Text>
                <SceneDirections>
                  1022{ 1023<Transition type="FADE OUT:"/> 1024
                    <Scene>
                      <Transition type="FADE OUT:"/> 1024
                    <Screenplay>
                  } 1023
                } 1024
              <Scene>
                <Transition type="FADE OUT:"/> 1024
              <Screenplay>
            </DMPML>
          
```

FIG. 10

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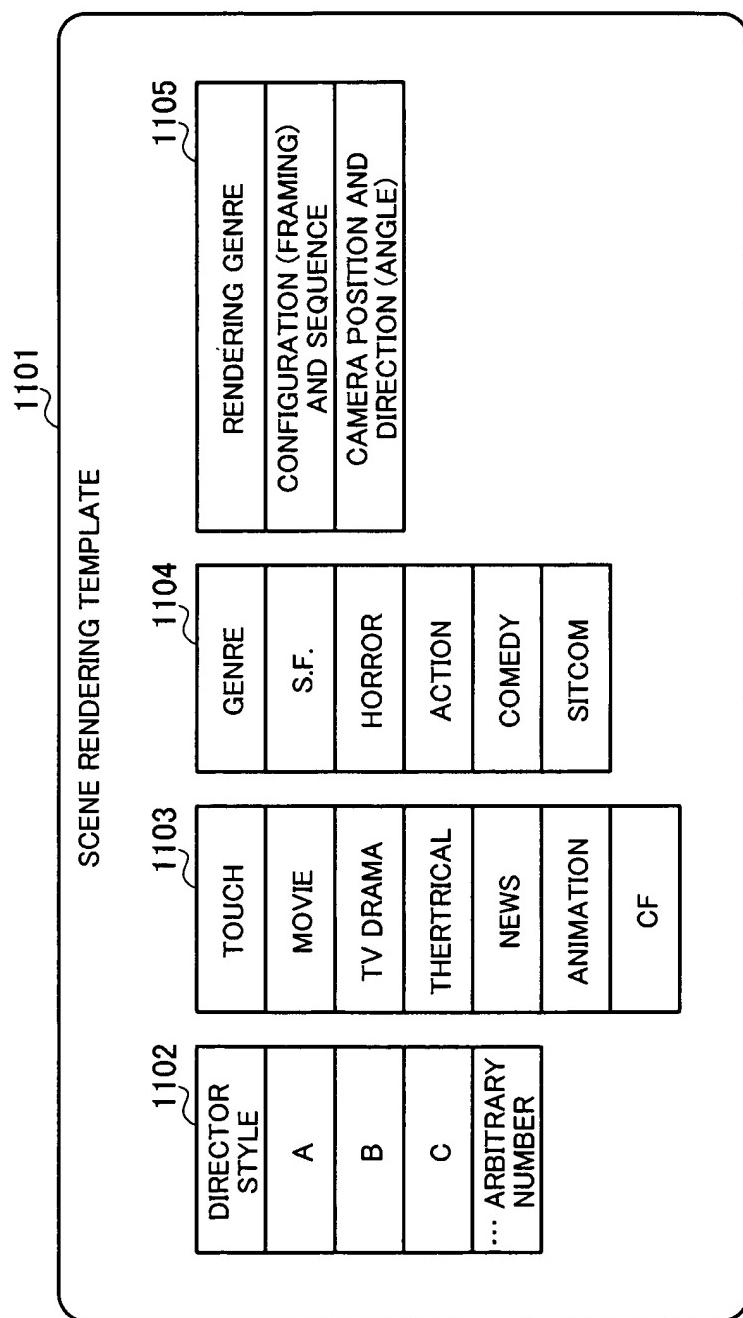


FIG.11

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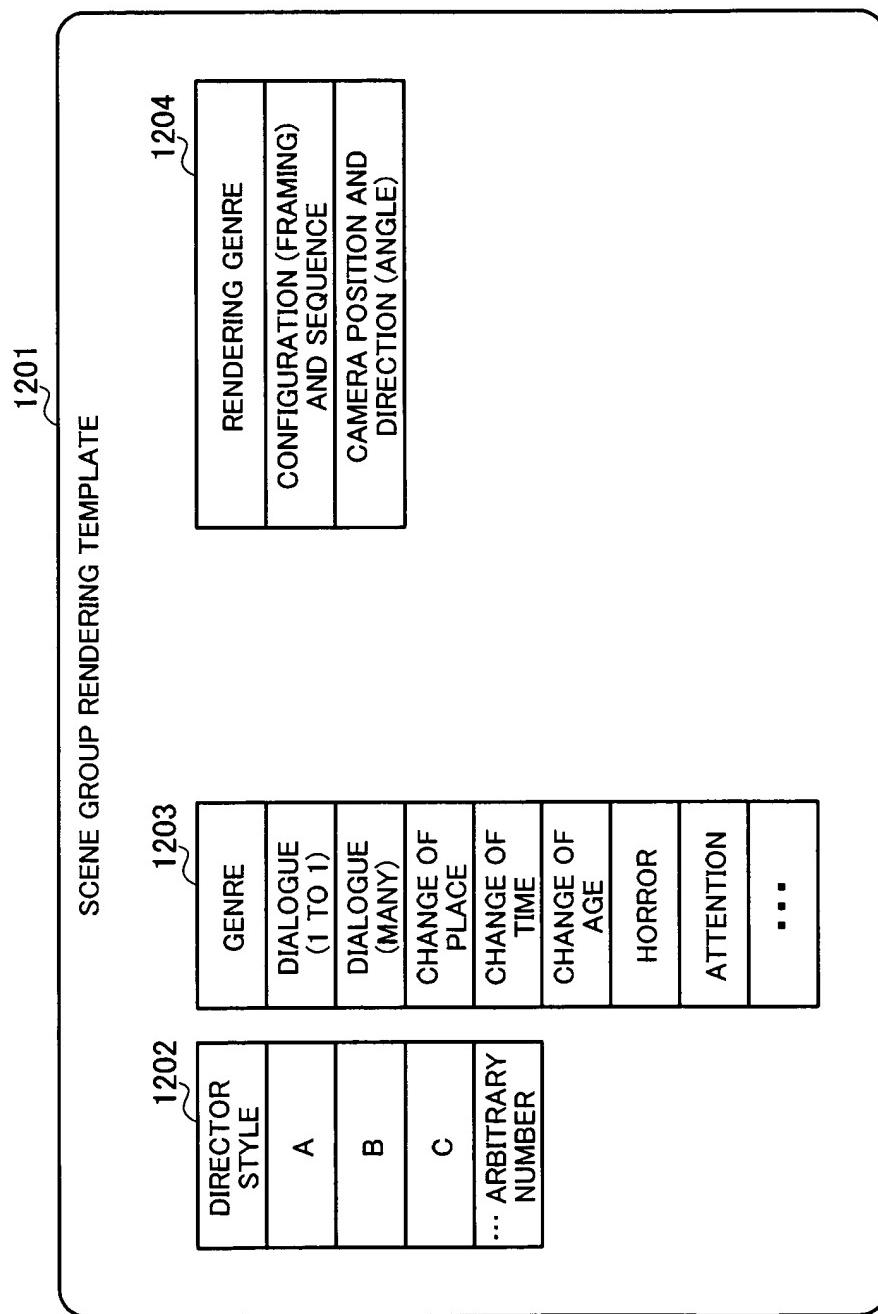


FIG.12

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1301		1302
	TOUCH	RENDERING GENRE
<u>1300</u>	MOVIE	CONFIGURATION (FRAMING) AND SEQUENCE
		CAMERA POSITION AND DIRECTION (ANGLE)
<u>1300</u>	TV DRAMA	CONFIGURATION (FRAMING) AND SEQUENCE
		CAMERA POSITION AND DIRECTION (ANGLE)
	...	

FIG.13

1401		1402
	GENRE	RENDERING GENRE
<u>1400</u>	S.F.	CONFIGURATION (FRAMING) AND SEQUENCE
		CAMERA POSITION AND DIRECTION (ANGLE)
<u>1400</u>	HORROR	CONFIGURATION (FRAMING) AND SEQUENCE
		CAMERA POSITION AND DIRECTION (ANGLE)
	...	

FIG.14

1501		1502
	DIRECTOR STYLE	RENDERING GENRE
<u>1500</u>	A	CONFIGURATION (FRAMING) AND SEQUENCE
		CAMERA POSITION AND DIRECTION (ANGLE)
<u>1500</u>	B	CONFIGURATION (FRAMING) AND SEQUENCE
		CAMERA POSITION AND DIRECTION (ANGLE)
	...	

FIG.15

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1600		1602		1603		1604	
DIRECTOR STYLE	RENDERING GENRE		TOUCH		GENRE		
	CONFIGURATION (FRAMING) AND SEQUENCE		MOVIE		S.F.		
A			TV DRAMA		S.F.		
	ANIMATION		ACTION				
	CAMERA POSITION AND DIRECTION (ANGLE)		MOVIE		S.F.		
B			TV DRAMA		S.F.		
			ANIMATION		ACTION		
		...					

FIG.16

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	1701	1702	1703
1700	SCENARIO ACTION	SHOT GROUP GENRE	SHOT GROUP ADAPTABILITY RATIO
RIDE BICYCLE	FULL SHOT FROM RIGHT OF PERSON	50/100	
	FULL SHOT FROM FRONT OF PERSON	30/100	
	LONG SHOT	20/100	
START OF SCENE	LONG SHOT	100/100	

FIG.17

	1801	1802	1803
1800	SCENARIO ACTION	SHOT GROUP GENRE	SHOT GROUP ADAPTABILITY RATIO
RIDE BICYCLE	WAIST SHOT	20/100	
	...		

FIG.18

	1901	1902	1903
1900	SCENARIO ACTION	SHOT GROUP GENRE	SHOT GROUP ADAPTABILITY RATIO
RIDE BICYCLE

FIG.19

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2000		2001		2002		2003		2004		2005	
SCENARIO ACTION	SHOT GROUP GENRE (PRECEDING SCENE)	SHOT GROUP GENRE (CORRESPONDING SCENE)	SHOT GROUP GENRE (FOLLOWING SCENE)								
RIDE BICYCLE	LONG SHOT	FULL SHOT FROM FRONT OF PERSON	WAIST SHOT	FULL SHOT FROM RIGHT OF PERSON	LONG SHOT						
	WAIST SHOT										
...											

FIG.20

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SCENARIO ACTION	SHOT GROUP GENRE	SHOT GROUP ADAPTABILITY RATIO
EXPLANATION OF PLACE	WIDE SHOT	10/10
DIALOGUE	SHOW AROUND WAIST SHOT TWO SHOTS OVER THE SHOULDER SHOT	10/10 40/100 30/100 30/100
ACTION	CLOSE UP RABBIT PAN	10/10 50/100
THRILLING SCENE	SWITCHING OF SHOTS AT SHORT INTERVALS REDUCE SPACE BEFORE PERSON	30/100 20/100
SCENE TO BE FOCUSED	FOCUS ZOOM IN	10/10 10/10

FIG 21

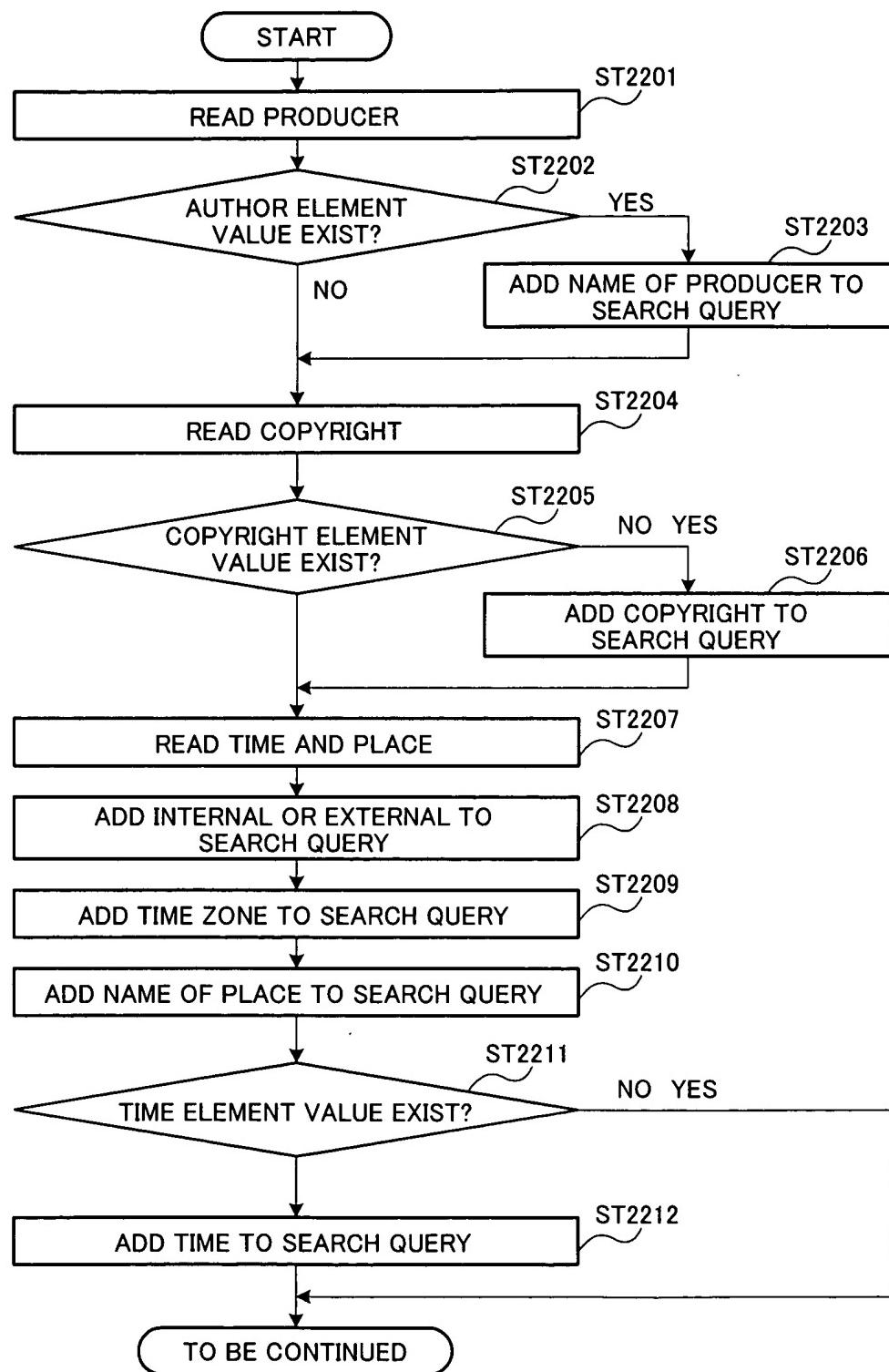


FIG.22

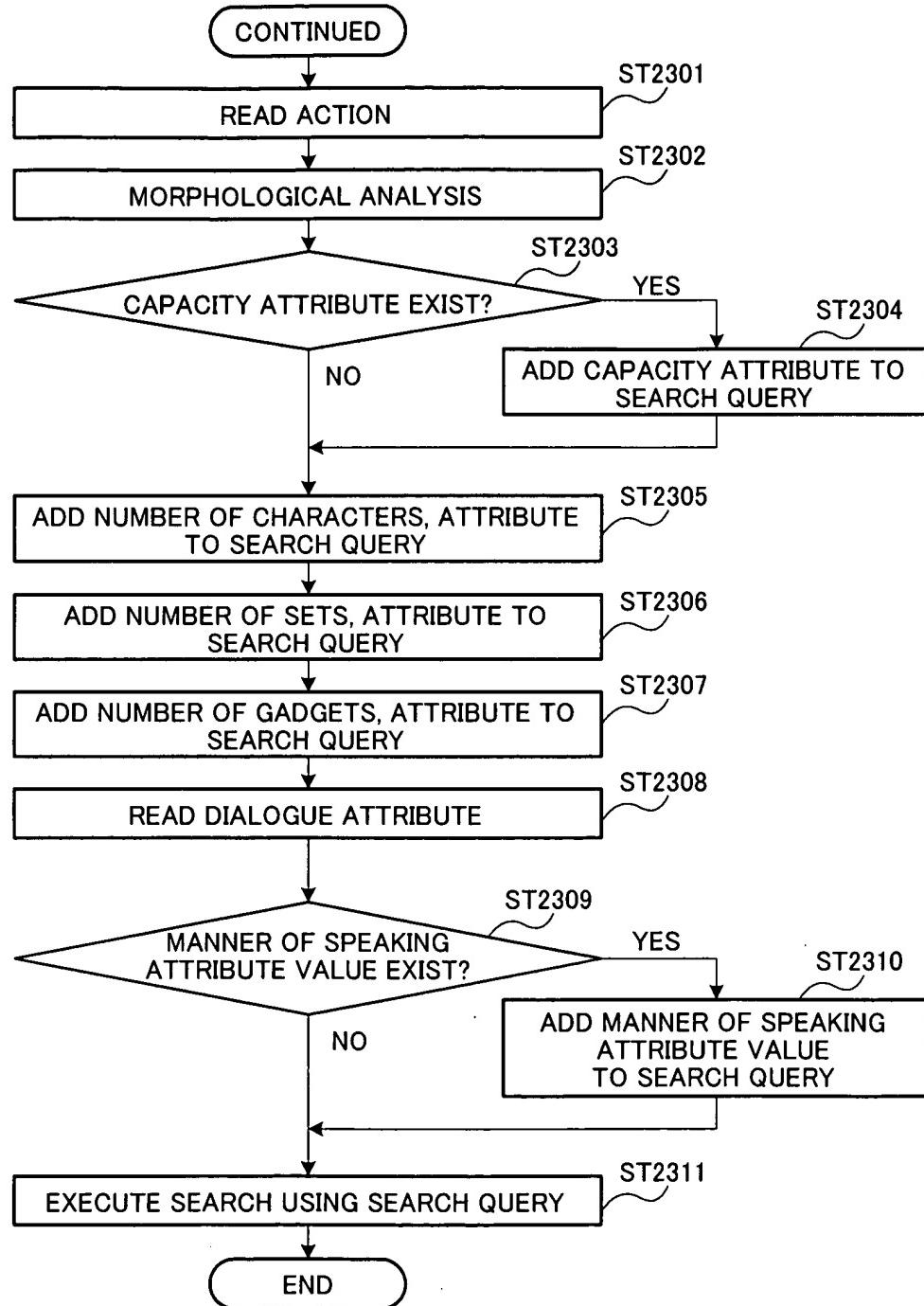


FIG.23

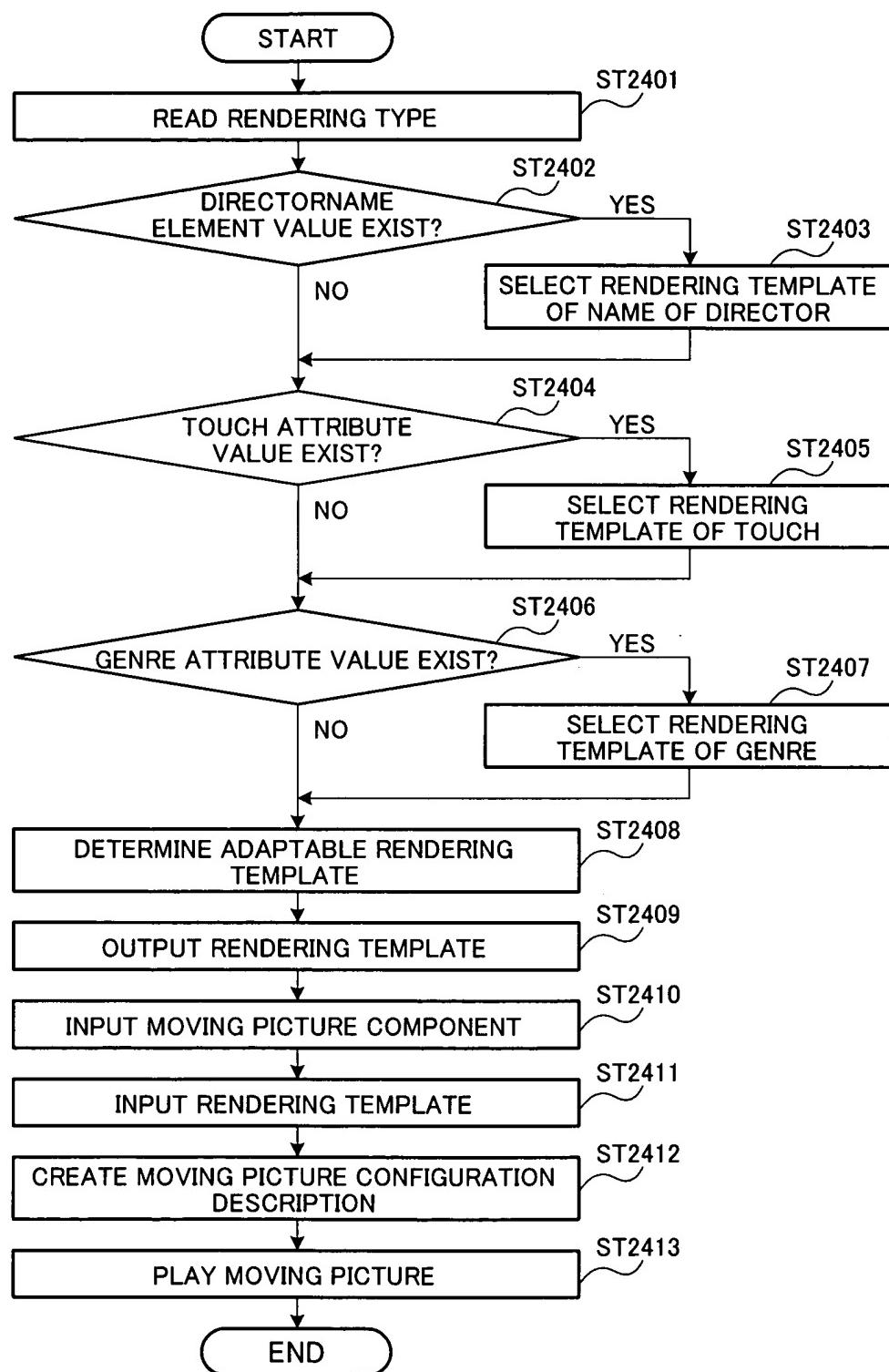


FIG.24

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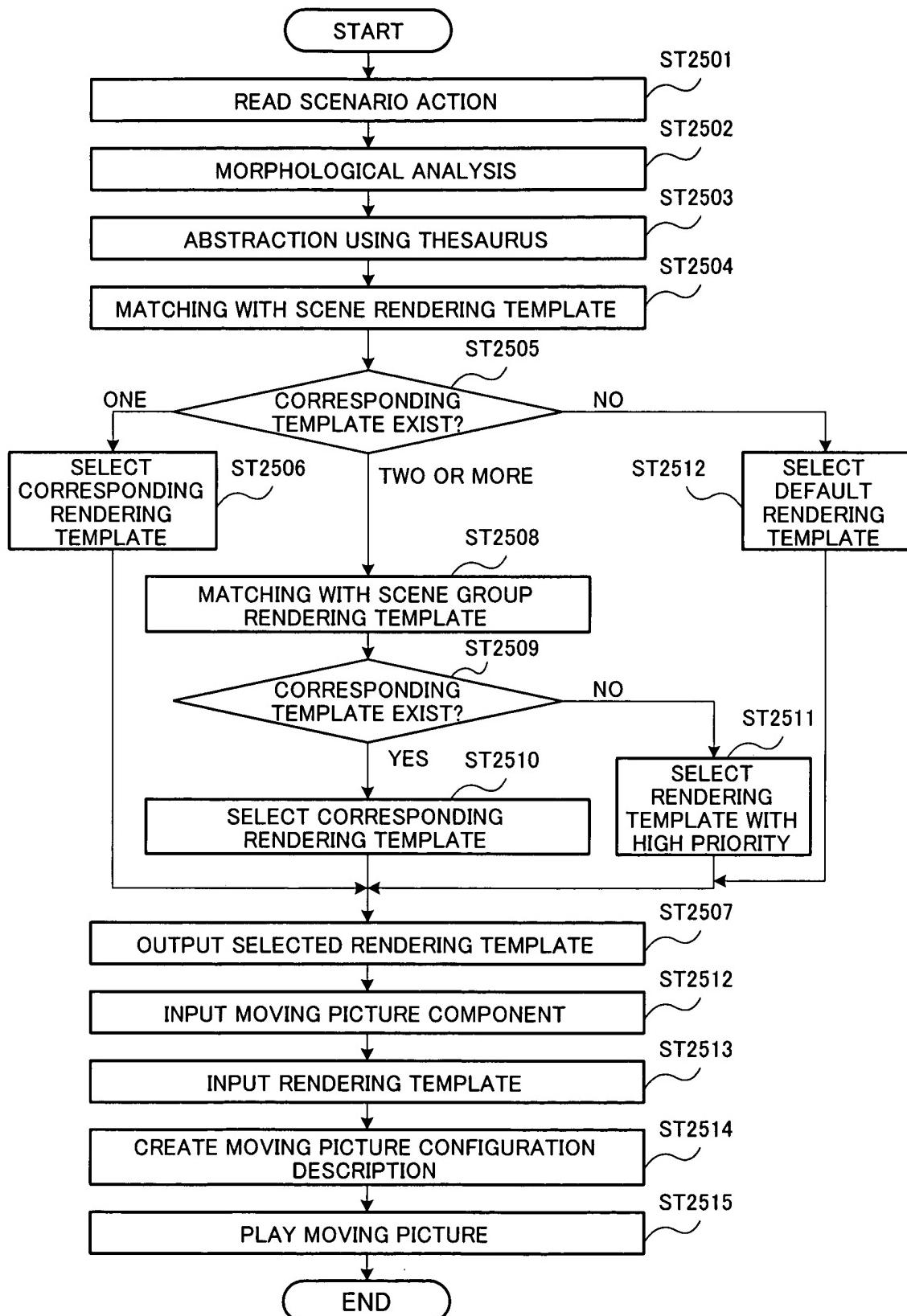


FIG.25